




**Richard Garriott** ✓  
@RichardGarriott



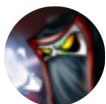
As an artist, I felt the best about my work, and the work that sold the best, was U4, U7 & UO. All 3 had the strongest resistance from the data wranglers claiming the market data indicated I was going the wrong direction. I understood why they felt that, but knew they were wrong!

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 **Chris** @Draugr · 20 nov. 2020  
En respuesta a @RichardGarriott  
Currently I'm reading Blood, Sweat and Pixels by Jason Schreier and he reveals that The Last of Us had the same problem. Focus group feedback wanted more classic video game stuff (more weapons with a bang, bosses etc.), but most likely that would have ruined the unique experience

9:53 a. m. · 20 nov. 2020 de Manhattan, NY · Twitter for iPhone

4 Retweets 45 Me gusta



**Chris** @Draugr · 20 nov. 2020  
En respuesta a [@RichardGarriott](#)



If I may ask, how was it with U8? After U7 (really gotta play it again these days) it was perceived as a strong change by critics and gamers. Did you have some doubts about this change of course?



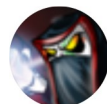
## Personas relevantes



**Richard Garriott** ✓  
@RichardGarriott

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Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of [@ExplorersClub](#); Married to [@LaetitiaGdC](#); Join me in [#SotA](#)!



**Chris**  
@Draugr

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Infosec, Biology, Heavy Metal, 3D printing, Gaming, Tabletop, Maths, Reading, general nerdism...

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